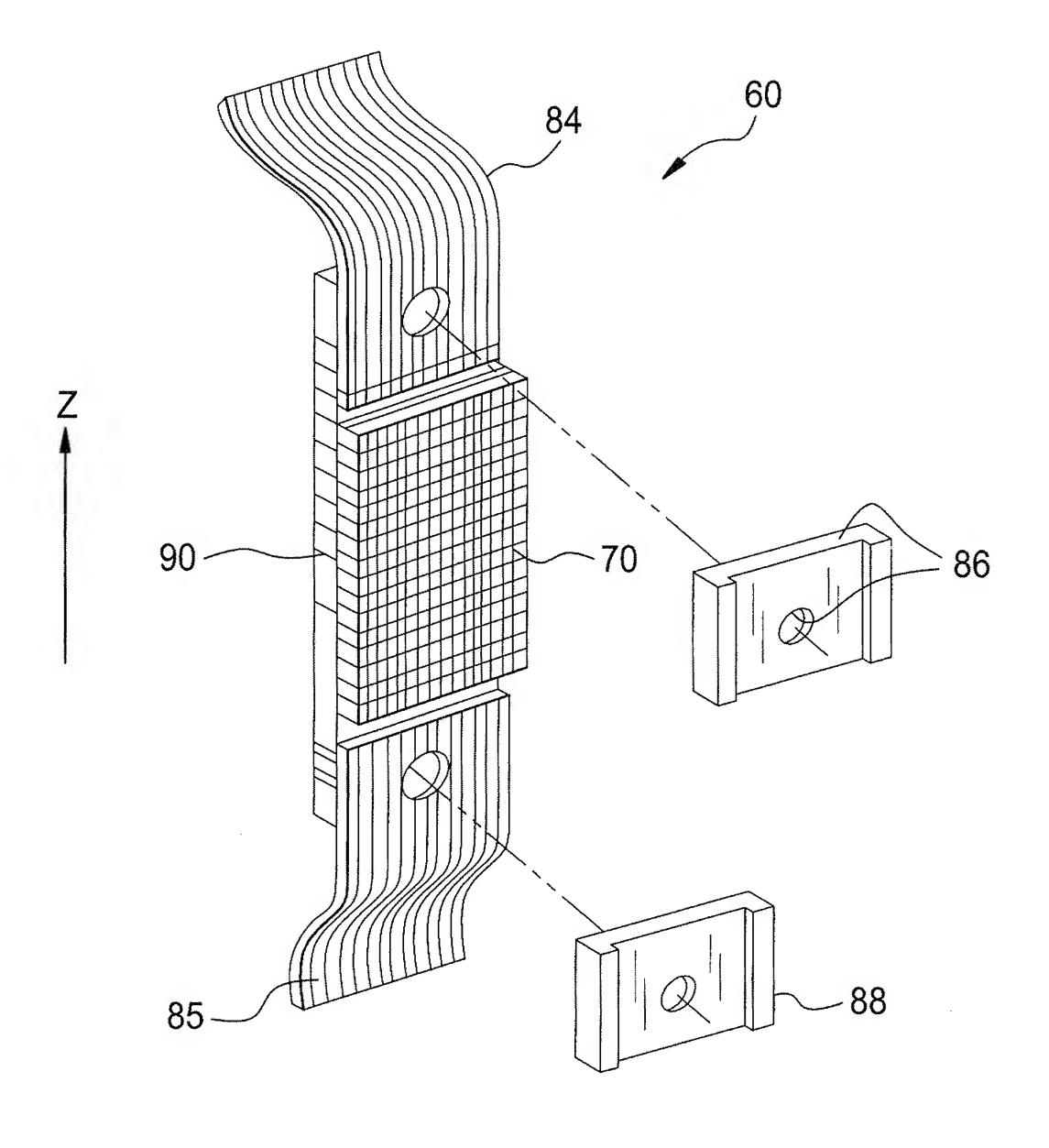


FIG. 4



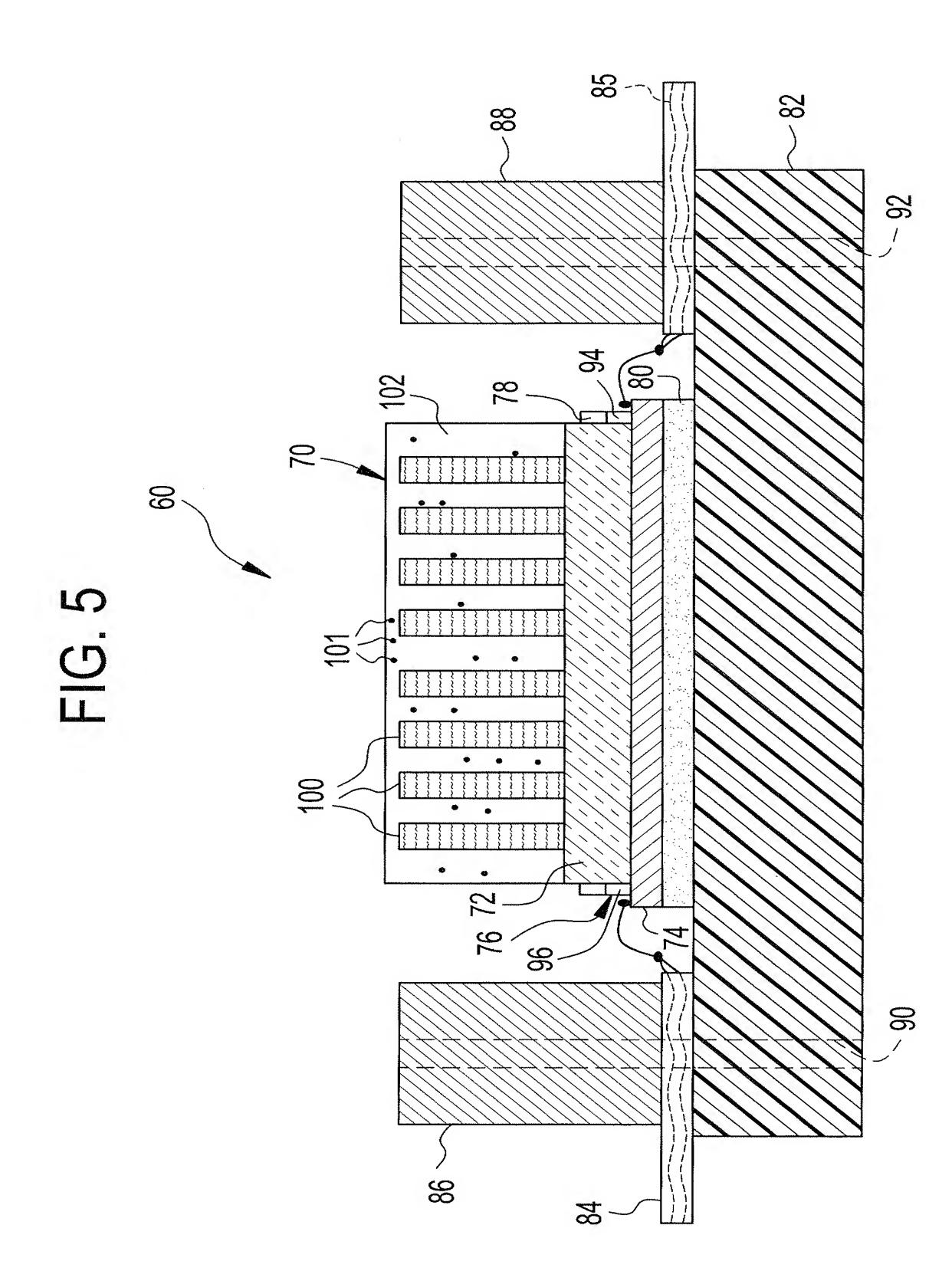
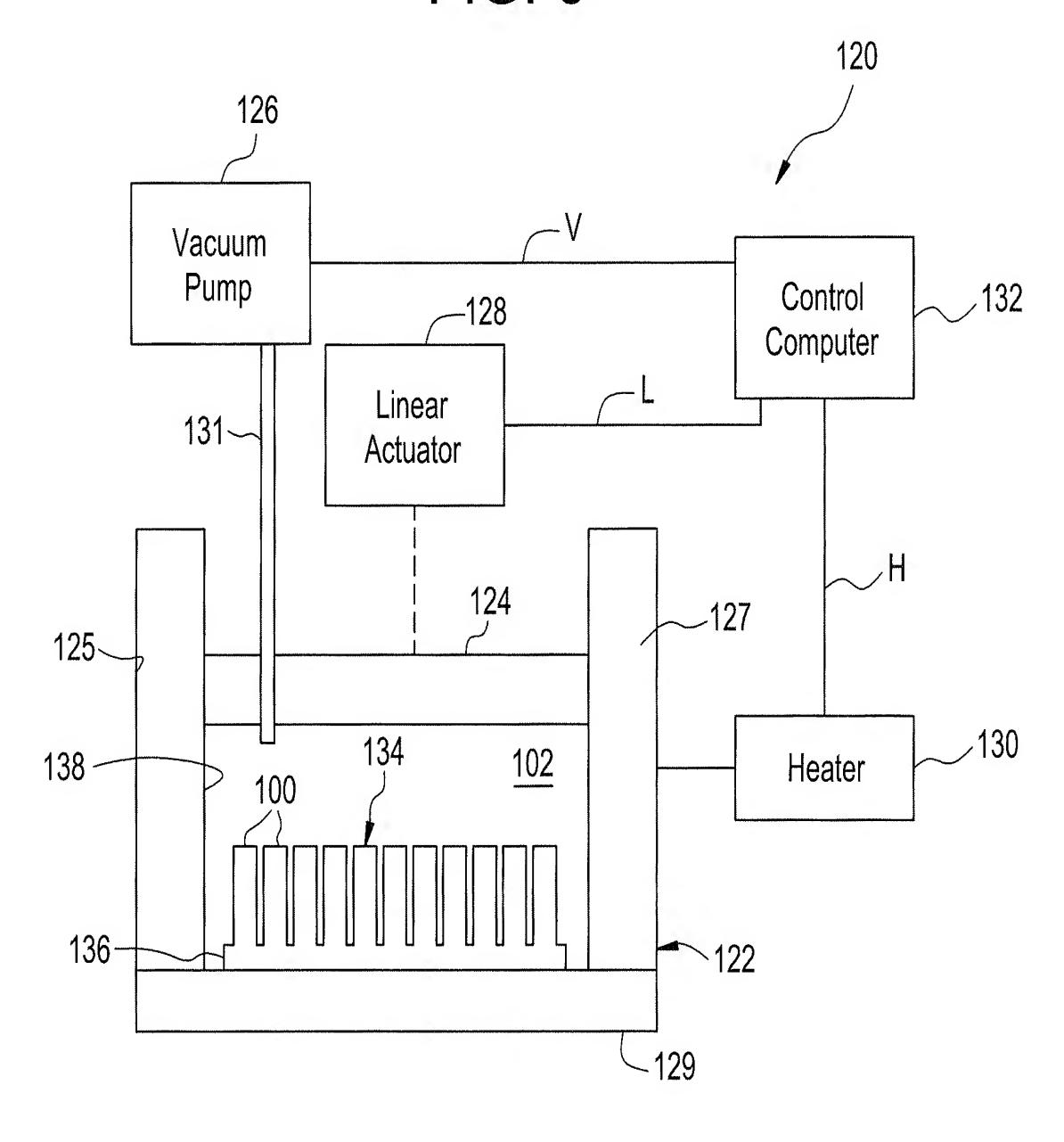


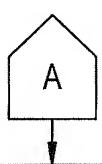
FIG. 6



## FIG. 7

Start 150 Glass is heated above a melting temperature utilizing an oven to form a glass liquid 152 Glass liquid is poured into a first container containing liquid nitrogen that causes the liquid glass to solidify and break into glass particles 154 Glass particles are milled in fluid utilizing a ball milling device to obtain glass particles each having a diameter less than or equal to 1 micrometer 156 Glass particles are mixed with reflective particles in a fluid disposed in a second container, each of the reflective particles having a diameter within a range of 100-300 microns 158 Fluid is removed from the second container to form a mixture of glass particles and reflective particles 160 A plurality of outwardly projecting pixel elements are disposed in a third container, wherein the third container includes: a plate for compressing items in the third container, and a heat source for heating items in the third container 162 Third container is filled with a combination of glass and reflective particles that cover the pixel elements

## FIG. 8



-164

The plate is inserted in an opening of the third container and air is removed from an interior of the third container to form a vacuum therein having a predetermined vacuum level

-166

A pressure within the interior of the third container is increased to a predetermined pressure level by compressing the mixture utilizing the plate of the third container

-168

The interior of the third container is heated between 300-400 degrees
Celsius while the pressure in the third container is maintained at the
predetermined pressure level to induce the glass and reflective particles
to adhere to the pixel elements to form a scintillator array

-170

The pressure within the interior of the third container is reduced to an ambient atmospheric pressure level and the temperature in the third container is reduced to an ambient room temperature

-172

A portion of the top surface of the scintillator array is removed utilizing a grinding machine such that about 2.86 mm of the solidified mixture of glass and reflective particles are disposed over the pixel elements

-174

A portion of the bottom surface of the scintillator array is removed utilizing a grinding machine to expose the bottom surface of each of the pixel elements

-176

A portion of the side surfaces of the scintillator array are removed utilizing a grinding machine to obtain a desired geometry of the scintillator array

